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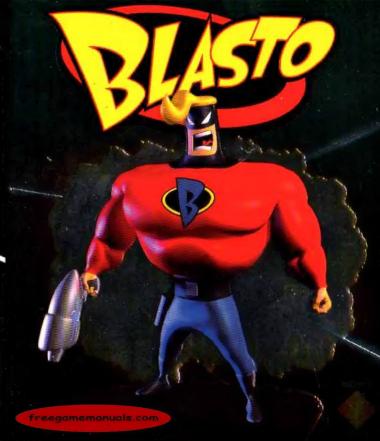
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GETTING STARTED

RESET BUTTON
POWER BUTTON
POWER INDICATOR
CONTROLLER PORT

OPEN BUTTON DISC COVER

SET UP YOUR

PLAYSTATION GAME

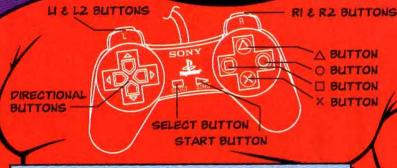
CONSOLE ACCORDING TO THE

INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE POWER IS OFF BEFORE INSERTING OR REMOVING A COMPACT DISC, INSERT THE BLASTO™ DISC AND CLOSE THE CD DOOR. INSERT GAME CONTROLLER(S) AND TURN ON THE PLAYSTATION™ GAME CONSOLE, FOLLOW ON-SCREEN INSTRUCTIONS TO BEGIN.

CONTROLS



GET A GRIP, MAN!



BASIC CONTROLS

TURN LEFT

MOVE FORWARD

JUMP BACK

1+0

TURN RIGHT MOVE BACKWARD BACK FLIP

ALK TO DAG

- FIRE WEAPON HOLD TO CHARGE POWER BLAST

7

3





EAT THIS, YOU ALIEN SCUM!!

WEAPONS

BLAST-O-MATICM: 100 TETRA-WATT BLASTER

BLASTO'S TRUE LOVE IS HIS STANDARD
ISSUE 100 TETRA-WATT BLAST-O-MATIC
PISTOL. WHEN FULLY CHARGED, THIS SLEEK
LITTLE NUMBER IS CAPABLE OF BURNING A HOLE
THROUGH ANYTHING LIVING IN JUST ONE SHOT.

PICK UP BLAST-O-MATIC POWER UPS TO INCREASE YOUR FIREPOWER. THEY COME IN TWO CONVENIENTLY PACKAGED VARIETIES, INCLUDING THE TRULY INSANE 200 TETRA-WATT, AND THE REALLY INSANE 300 TETRA-WATT VERSION. EACH SUCCESSIVE COLOR CODED LASER GIVES YOU MORE POWERFUL SHOTS.

BESIDES ITS BASIC FUNCTIONS, THE BLAST-O-MATIC HAS A SPECIAL WEAPONS FEATURE WHICH ALLOWS A MULTITUDE OF ACCESSORIES TO BE ADDED. YOU WILL FIND A VARIETY OF WEAPON ADD-ONS THAT ARE GUARANTEED FOR HOURS OF ALIEN FRYING FUN AND FROLIC.



ATOMPICER™: RAPID FIRE PLASMATIK

THIS POWERFUL LITTLE ADDITION FIRES POWERFUL ROUNDS FASTER THAN ANY OTHER GUN. A PERFECT WEAPON AGAINST GROUPS, THIS IS DESTINED TO BE THE WEAPON OF CHOICE OF THE NEXT GENERATION.

KRISPI 500™: FLAMESPITTER

HOLD THE SPECIAL WEAPON BUTTON DOWN WHEN BLASTO IS IN POSSESSION OF THIS "TOY", AND A WHITE-HOT PLUME OF FIERY DEATH WILL SPOUT FORTH. DOUBLE-TAP TO UNLEASH A BALL OF FIRE WHICH EXPLODES ON CONTACT WITH ANYTHING, SENDING OUT A WAVE OF FIRE CAPABLE OF TORCHING GROUPS OF ALIENS IN ONE SHOT.



OOH, THAT'S GOTTA HURT!

NUKE-O-MATICM: ATOMSCATTER 9000

A GREAT WAY TO START THE DAY, THE NUKE-O-MATIKIM:
ATOMSCATTER 9000 FIRES A NUCLEAR PROJECTILE THAT
DESTROYS ANYTHING WITHIN ITS DESTRUCTION RADIUS,
MAKE SURE BLASTO HAS PLENTY OF ROOM TO MANEUVER
AND GET AWAY BEFORE THE WARHEADS DETONATE.



LOKENBURNIM: HEATSEEK 360 THIS BLAST-O-MATIKIM ADD-ON FIRES GUIDED MISSILES AT ANY ALIENS IN YOUR VICINITY, SHOT

MISSILES AT ANY ALIENS IN YOUR VICINITY. SHOTS WILL LOCK-ON TO THE ENEMIES CLOSEST TO BLASTO, THEN RAIN DOWN SLIME-SEARING EXPLOSIVES, IF YOU SWEEP THE GUN OVER A GROUP OF ALIENS WHILE HOLDING DOWN ①, THEY ALL BECOME "LOCKED ON" TARGETS, WHICH CAN BE ERADICATED WITH A SINGLE SHOT.

XENOMATICM: INSTANT ALIEN GENERATOR

WATCH OUT FOR THIS ONE! THIS ADD-ON LOOKS LIKE ANY OTHER SPECIAL WEAPON. CREATED IN BOSC'S WEAPONS DEPOT, IT IS DESIGNED TO SHOOT OUT ALIENS AND COULD PUT BLASTO IN JEOPARDY FASTER THAN YOU CAN SAY OVERPOPULATION.



FISSIONTM "ONE SHOT"

APTLY NAMED FOR ITS ABILITY TO TAKE OUT ANYTHING IN "ONE SHOT", THIS RARE WEAPON IS GUARANTEED TO TOAST EVERYTHING THIS SIDE OF ZANTAX 5. THE ONLY ONE OF IT'S KIND, THE PROTOTYPE IS HIDDEN DEEP WITHIN BOSC'S FORTRESS, THIS GUN SHOULD NOT BE TAKEN LIGHTLY.



SPECIAL PICK-UPS

INVINCIBILITY

AFTER ACQUIRING THIS SPECIAL PICK-UP, BLASTO'S SUIT WILL TAKE ON A GOLD METALLIC SHEEN AND REFLECT ITS SURROUNDINGS LIKE A MIRROR, PROTECTING HIM FROM DAMAGE, BLASTO CAN STILL BE KILLED BY FALLING OFF THE EDGE OF A PLATFORM BUT WILL RECEIVE NO DAMAGE FROM ENEMY FIRE OR ATTACKS.

INVISIBILITY

BLASTO WILL BECOME TRANSLUCENT WHENEVER HE
ACQUIRES THIS SPECIAL PICK -UP AND IS COMPLETELY
INVISIBLE TO ENEMY EYES AND CAN AVOID ATTACK.
HOWEVER, IF BLASTO FIRES UPON AN ENEMY, HIS LOCATION
WILL BECOME KNOWN AND NEARBY ENEMIES WILL RETURN FIRE.



HEALTH

THE HEALTH PICK-UPS RESEMBLE LARGE VITAMIN PILLS AND COME IN A VARIETY OF DOSAGES:

GREEN REGTORES SON OF YOUR HEALTH BLUE RESTORES 100% OF YOUR HEALTH REP RESTORES 150% OF YOUR HEALTH (REP ALSO INCREASES YOUR TOTAL HEALTH STORAGE CAPACITY).



KAY EFCEE

KAY EFCEE IS A ZENUBIAN
SCUDDLEWOMP (AN 8-FOOT TALL,
BLUE, PLUCKED CHICKEN TO YOU AND
ME). BLASTO RIDES KAY EFCEE TO HELP
HIM OVERCOME SOME TRICKY SITUATIONS
AS KAY EFCEE CAN JUMP HIGHER AND
FARTHER THAN BLASTO. UNFORTUNATELY KAY
EFCEE IS PRETTY USELESS AT CLIMBING SO BLASTO
MAY HAVE TO DISMOUNT FROM TIME TO TIME. THIS IS
DONE BY EXECUTING A BACKFLIP OFF OF THE CHICKEN
(SORRY, SCUDDLEWOMP), SCUDDLEWOMPS HAVE A

Little known talent for defending themselves, er, Just Press 🙆 and you'll see.

WHILE RIDING KAY EFCEE, THE STANDARD CONTROLS REMAIN THE SAME, BUT KEEP IN MIND THAT KAY EFCEE CANNOT SWIM OR CLIMB, AND REACTS SLOWLY WHEN TURNING.

9 5 0

EXTRA LIVES

EVEN THE STRONGEST SUPER HERO GETS DEFEATED ONCE IN A WHILE. RED EXTRA LIFE PICK-UPS REWARD YOU WITH ONE LIFE, AND THE BLUE PICK-UPS GIVE YOU SEVERAL LIVES.







ENEMIES

PEAR TROOPS

THE PEAR TROOP IS THE MAIN FORCE OF BOSC'S ARMY.

MARK I (PINK)

MARK I'S CARRY A STANDARD ISSUE BLASTER AND ARE THE LOWEST RANKING.

MARK II (ORANGE)

THESE GUYS ARE NASTIER, MORE CLINNING AND MORE HEAVILY ARMED THAN MARK I'S.

MARK III (RED)

MARK III'S ARE KNOWN AND FEARED THROUGHOUT THE GALAXY, THEY ARE
THE MOST INTELLIGENT OF THE PEAR TROOPS, CARRY LARGE BLASTERS, AND
CAN TAKE A GREAT DEAL OF ABUSE.



AQUA DIVISION

THEIR AQUANAUTIC TRAINING, BREATHING APPARATUS, POWERFUL SPEAR GLINS AND UNDERWATER FIGHTING TACTICS COULD POSE A SERIOUS THREAT IN WATER,

HOV-BOARD DIVISION

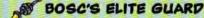
THESE AERIAL ATTACK TROOPS STAND ATOP HOV-BOARDS, RIDING THEM LIKE SURFBOARDS.

PEAR: XV6 ATTACK SAUCER

BOSC'S AIR FORCE, THE MOST POWERFUL IN THE GALAXY, IS LEAD BY THE XV6 ATTACK SAUCER-THE PRIDE OF HIS FLEET. THESE SHINY METAL CRAFT REPEL STANDARD LASER FIRE AND ONLY A FULLY-CHARGED SHOT WILL INFLICT ANY DAMAGE ON THEM.

PEAR: XVG.I ATTACK SAUCER WITH HEADSWELL RAYGUN

THE "XVG.I" COMES WITH THE STANDARD LASER ATTACK BUT ALSO HAS THE SECRET "HEADSWELL RAY." THIS CRAFT IS FAST AND FORMIDABLE; AND THE FEARED "HEADSWELL RAY" ISN'T TOO PLEASANT. A SURVIVOR ALLEGEDLY STATES THAT ONLY BY BACKFLIPPING OUT OF RANGE DID HE MANAGE TO SHAKE LOOSE THE RAY.



THE ELITE GUARD ARE COLD, CALCULATING KILLERS
TRAINED IN THE JUNGLES OF ZORTARE 3. AS BOSC'S
PERSONAL GUARD, THEY ARE HIGHLY INTELLIGENT,
DEXTEROUS AND CARRY BIG GUNS. THEIR MOTTO
"XLUVV LUXX MESTAXUM," SAYS IT ALL-"TO DIE IS
HONORABLE; TO KILL YOUR WIFE AND EAT YOUR CHILDREN IS
GOOD FOR A LAUGH."

CENTAUR COP

CENTAUR COPS ARE FAST, HIGHLY
MANELVERABLE, AND REALLY BIG. THEY WIELD
AN "ELECTRO-BATTON" THAT FRIES EVERYTHING IT
COMES INTO CONTACT WITH. THEY ALSO LAUNCH "FREEZE-BOLTS" CAPABLE OF FREEZING BLASTO AND RENDERING
HIM AN EASY TARGET.





URANIAN RED ANTS

INHABITANTS OF CLIFFS AND FINE SUBTERRANEAN DWELLINGS, THE RED ANTS RULE THE MORE INHOSPITABLE AREAS OF LIRANUS, BEING AMBIDEXTROUS. RED ANTS PREFER TWIN PISTOLS THAT CAN FIRE QUICKLY, THEY DEFEND THEMSELVES BY CROUCHING DOWN SO LASER FIRE JUST REFLECTS OFF THEIR HARD OUTER SHELL.

EYE-BOT

EYE-BOTS ARE REMOTE GUARD UNITS LEFT AT KEY LOCATIONS TO DEFEND AND RELAY INFORMATION BACK TO BOSC'S STRATEGIC COMMAND, ARMED WITH A RAY-GUN AND HEAVY ARMOR, THEY ARE EVASIVE AND CAN FIRE UPON UNSUSPECTING VICTIMS WITH GREAT SPEED.



BURIED BENEATH THE GROUND, THEY DEFEND STRATEGIC AREAS AND BURST OUT OF THE GROUND ONCE A TRESPASSER IS WITHIN RANGE, NOT ONLY DO THEY EVOKE UNDERWEAR-STAINING RESPONSES, BUT THEY ALSO LAUNCH AN ONSLAUGHT OF SMART BOMBS ONTO THE TERROR-STRICKEN FOOL WHO DARES TO TRESPASS.

WALL SPITTERS

WALL SPITTERS ARE SMALLER, WALL-MOUNTED VERSIONS OF THE GROUND BURST TURRETS.

URANIAN NOMADS

LIRANIAN NOMADS TAKE GREAT PLEASURE IN KILLING ANYONE WHO DARES TO TREAD ACROSS THEIR LAND AND PREFER LONG-BARRELED RIFLES WHICH, ALTHOUGH ANTIQUE, ARE CAPABLE OF GREAT RANGE AND ACCURACY.

LESSER SPOTTED ZARGON JELLY BEAN

A GENETICALLY ALTERED ORGANIC CREATION WITH A RAY-GUN SPROUTING FROM ITS HEAD IT CAN HOVER AROUND, EVADING LASER FIRE, AND DEAL OUT ITS OWN HEALTHY PORTION OF GLOWING DEATH.

BEGONE, OH

SHEIK RAGHHKK DE CASSBAH

SHEIK RAGHHKK DE CASSBAH IS THE LEADER OF THE NOMADIC TRIBES

OF URANUS AND QUITE A FEARSOME SIGHT, ALTHOUGH HE'S A PRETTY FAT GUY, RIDING A SCUDDLEWOMP GIVES HIM ENOUGH SPEED AND AGILITY TO DODGE LASER FIRE, LIKE THE REST OF HIS TRIBE, HE CARRIES A LONG-BARRELED RIFLE CAPABLE OF FIRING VERY ACCURATELY, EVEN AT GREAT RANGE. MERCHANT OF EVIL!







EVIL BLACK CREATURE WITH SPOOKY RED EYES

IN THE PARK FORGOTTEN
UNDERGROUND PASSAGES OF BOSC'S
FORTRESS LIVES A
TWISTED CREATURE OF THE
NIGHT-THE EVIL BLACK
CREATURE WITH SPOOKY RED
EYES! THESE CREATURES CAN
SUMMON POWERFUL MAGIC AND CAST
EVIL SPELLS FROM THEIR FINGERTIPS,
ER, LONG FINGER-LIKE APPENDAGES.

EVIL BLASTO CLONE

SOMEWHERE DEEP WITHIN BOSC'S
FORTRESS IS HIS TOP-SECRET
LABORATORY. THIS IS THE PLACE
WHERE ALL OF BOSC'S MOST
DASTARPLY EXPERIMENTS ARE
CONDUCTED, HERE HE HAS
SUCCESSFULLY CLONED NONE OTHER
THAN OUR INTREPID HERO HIMSELF,
BLASTO! HE IS SMART, FAST, TOUGH,
ARMED TO THE TEETH, AND THE
ROOM IS TOO SMALL FOR BOTH OF
THEIR EGOS.



I'M THE GOOD LOOKING ONE!



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EPISODES

URANIAN SPACE PORT

BLASTO'S THRUSTMASTER XMP SKYROCKET LANDS AT A HIDDEN STRUCTURE SOMEWHERE IN THE URANIAN ASTEROID BELT. THIS 3 LEVEL SPACE-PORT IS BEING USED AS A FORWARD COMMAND POST FOR BOSC AND HIS HORDE OF ALIEN SCUM.

OBJECTIVE!

BLASTO DOESN'T WANT TO SCRATCH UP HIS THRUSTMASTER'S NEW PAINT JOB, SO THERE IS ONLY ONE WAY DOWN TO URANUS FROM HERE-AND THAT'S IN BOSC'S PERSONAL ESCAPE POD (E-POD), CUNNINGLY HIDDEN NEAR A LARGE "EXIT" SIGN.

URANIAN DUNES

RED SAND DUNES DISAPPEAR INTO THE DISTANT HAZE, WHERE THREE ALIEN MOONS SIT LOW IN THE SKY. THERE IS NOTHING AROUND FOR MILES... EXCEPT THAT IO POOT, BLUE, PLUCKED, ALIEN CHICKEN...

OBJECTIVE:

CAPTURE AND BEND "KAY EFCEE" TO YOUR WILL, WHILE TRYING TO FIND HOW BOSC IS GETTING HIS TROOPS TO AND FROM URANUS.

ALIENVILLE

ALIEN TOWERS AND GENERATOR TUBES GREET BLASTO AS HE EMERGES FROM THE "PAN-DIMENSIONAL CROSSING MACHINE!" ALIENVILLE IS PART ALIEN BARRACKS, PART MASSIVE GENERATOR, AND PRODUCES THE HUGE POWER NECESSARY TO PUNCH A HOLE THROUGH SPACE AND TIME.

OBJECTIVE:

FIND THE JETPAK HIDDEN SOMEWHERE IN THIS ALIEN WARREN, AND USE IT
TO GAIN ACCESS TO THE UPPER LEVELS, YOU'RE ON THE RIGHT TRACKBOSC IS JUST AROUND THE CORNER, BUT HOW THE HECK DO YOU GET
PAST THAT DARNED SNARP?

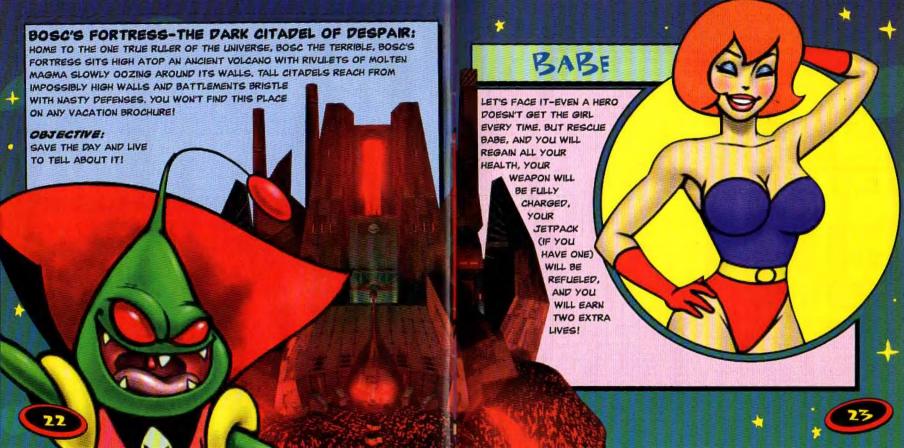
THE SPIRE MAZE

TWISTED SPIRES REACH IMPOSSIBLY INTO
THE SKY WITH PRECARIOUSLY-BALANCED
PLATFORMS ARE PERCHED AT THE TOP. LEAP FROM ONE
PLATFORM TO THE NEXT, ALL THE WHILE KEEPING YOUR TRUSTED
BLAST-O-MATIC BLAZING AND YOUR TEETH GLEAMING.

OBJECTIVE:

REACH THE END OF THE SPIRES AND FIND AN ANCIENT VOLCANO REPUTED TO HOUSE BOSC'S FORTRESS.

NOW WHERE DID I LEAVE THAT ESCAPE POD?



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